

## YSERBIUS II:

# The Fates of Twinion



Hobbies/Interests:  
Doodling,  
Comp., Games,  
Jazz,  
Movies

By: Bob  
South

Time passed quickly after En-Li-Kil's demise. Many of Twinion's inhabitants still traversed the dungeons of Yserbius, searching for some way off the isolated island. One day, in a flash of magic, a succubus appeared in the midst of the townspeople. So was marked the return of Aeown, daughter and sole offspring of the late King Clerwyn, who had come to reclaim the Galabrain throne.

Long had she been away from Twinion, off on distant mainland learning arcane magics and arts. She had returned only to find her father's tomb, and the volcano Yserbius dominating the islanders' beliefs and fears. After being told about the history of Twinion in her absence, the death of her father, the battle of En-Li-Kil and Arakskian, and En-Li-Kil's ultimate destruction, she felt a certain responsibility for the inhabitants' woes. It was then that she proclaimed

herself Queen Aeown of Twinion, and began using her powers to build her own palace alongside her father's in the great volcano.

During her magical enchantments to carve out this palace, Aeown uncovered two ancient scrolls signed by Arakskian Slowfoot on which he recorded his experiments and his search for immortality. The scrolls detailed his efforts in trapping the Time Elemental, En-Li-Kil, and how he tortured the Elemental into revealing secrets ways into the lower depths under Twinion. There were mentions in the scrolls of how En-Li-Kil was servant for the Draikarians, five guardians who protect a magical gateway

— described as the Portal of Time — deep under Twinion. The last entry on the scrolls revealed Arakskian's proud claim that he had found a way into this area. Unfortunately, the wizard never enjoyed his success, for the Draikarians lured En-Li-Kil from his bonds to wreak havoc and revenge upon his captor and all those

who dared seek this mystic Portal. From these scrolls, Aeown learned that Yserbius was merely the pinnacle of a great underground maze leading to the



The new dungeon will include a more detailed interface matte, new wall types, 15 new animated monsters, new statues, wall and floor objects



You encounter 2 Night Elf Monks.  
A Battle Begins!



Hobbies/Interests:  
Basketball,  
Computers,  
Jazz

By: Jeff  
Bill Powers, Bill Chess Club

## INN CHESS CLUB: The clock is ticking!

Well, at least the clocks WILL be ticking once version 2.3 arrives! Chess clocks and transcripts are two of the important features that this new release will bring to competitive players. With chess clocks, we'll be adding lots of new play opportunities. In addition to our regular Gold (championship) and Blue (novice/intermediate) club ladders, we'll be adding a Green ladder for action chess—games played in 30 minutes or less! We're also going to add a new Kids' Ladder for players age 14 and under, where each game will be completed in one hour or less. Chess clocks will also let us run some one-day and one-weekend prize tournaments. Watch for announcements of these in future issues.

Chess transcripts will let every player save the moves of their game to share with others or study later. It will also make it easier to submit games for our club's Game of the Month (no prizes, just glory) contest! Other new features will make both teaching and playing simpler, and will bring us into line with the US Chess Federation's Official Rules of Chess.

We'll still have lots of things that don't require version 2.3, of course, including exhibitions, special events, and a separate "no clocks" ladder—but for those who do upgrade to the new features, the clock is ticking down to

Chessmark	JustDucky
4:20	4:00
6/5	
1. b2-b3	e7-e6
5. c1-b2	c4-e5
6. f3-e5	d6-e5
7. f1-b5	

Standard chess notations can be saved to disk. The chess clock is adjustable.

many exciting new chess activities. See you at the tables!

For more information about chess club activities, stop by the Chess Club and read the CHESS ALERT topic on the bulletin board. All INN members are welcome!

## Stars On-Line

On Friday, September 10, Home Improvement star Zachary Ty Bryan, was a guest speaker on The Imagination Network. Zachary plays one of the two



Zachary Ty Bryan

older boys of comedian Tim Allen on ABC's number-one rated TV show.

The event was so successful that it was necessary to rotate members in and out of the conference room. In all, more than 100 members were able to chat with Zachary during the two one-hour sessions. Everyone who attended enjoyed themselves. Many requested similar conferences to be held in the future.

In a full conference room with 24 members, Zachary answered questions ranging from his favorite ice cream flavor to his favorite music. He also talked

continued on page 2

continued on page 3

### INSIDE THIS ISSUE

Conference Schedule .....	4
On Sysops .....	2
Real-Person Trivia .....	3
Bridging The Gap .....	3
Technical Q & A .....	2

# On Sysops: Here to Help You

ImagNation has many staff members on-line to help you get the most out of your membership. They're called Sysops—they have "INN" in front of their names. Think of them like staff members at a theme park or a local neighborhood. Most are "Sysops," a computer term which simply means the system recognizes them as "crew" instead of "players."

What does the staff do? Just like at a theme park, the staff members you see are not the people who build the rides. The Sysops main job has to do with you, the member and helping make sure that your time here is fun. Answering questions and providing directions is only part of their job. They organize special events like tournaments and exhibitions. They put out chairs for meetings and help members understand the policies and procedures for specific areas.

One thing a Sysop can't do while "on-duty" is play games. They also can't teach you to play, although they can answer a few questions. The Sysop, like the lifeguard at a recreational center or the hostess on a cruise ship, has to keep an eye on the whole room and be ready to help everyone. Playing a game just takes too much time away from general duties. However, several of the individual clubs

(Bridge, Chess and many Yserbius Guilds) have members who enjoy teaching novices. ImagNation is also developing a new program, GameMates, to provide teachers for the various games.

Although most Sysops love to talk, they get too busy to just chat. If they're helping someone who's lost, or dealing with an emergency, they may not have time for casual conversation.

If you have a problem, and there are no "INN" names around, use the phone booth and type in "INN". That will show you where staff members are. We suggest you first go to the INN Help Room, or the YS Help Room in Yserbius, since their primary job is helping with members' questions. Sysops in other rooms may be running tournaments, organizing meetings, etc.—but they'll always be glad to sign in a pinch.

Finally, the staff is here to enforce Community Standards. We encourage you to read the Community Standards in Town Hall. ImagNation is for everyone—we want everyone to be able to enjoy it.

Occasionally, when a member gets a little too rowdy, it's the Sysop's duty to first explain the rules. If necessary, a Sysop may short-haul them leave until the



can find a way to express themselves in a way that doesn't interfere with others' enjoyment. Almost all violations come from someone who just doesn't understand yet that this is like a theme park and we expect common courtesy while you're "standing in line" or playing a game.

Sysops can not monitor private conversations or read others' e-mail—when you're just hanging out with your friends, you can use whatever language you are comfortable with.

Sysops do get involved if you send offensive chat to strangers, keep someone from playing a game, participating in a conference or in any way inhibit the another member's ability to enjoy themselves. If someone harasses you through abusive or obscene language, use the **COMPLAIN** button. That sends an exact copy of their words, plus your complaint, along with their account number, to a file later reviewed by Member Services. If they don't stop, find a staff member to deal with it immediately. You don't need to get into a shouting match or trade insults—we're here to help, and to maintain an atmosphere where everyone can enjoy themselves.

## YSERBIUS II: continued from page 1

gateway which opened a multiverse of dimensions. Aeryon's own searches led her through an elaborate system of dungeons and labyrinths that none had known existed. During her explorations she encountered an ancient race of elves who dwelled in these dark places of the earth. From them, she came to understand the full meaning of Arnnakian's scrolls and the immense power she could acquire.



Brown Bats and Wizards challenge you in the dungeons of Twinnion.

These dark elves, who Aeryon came to know as the Night Elves, warned her that any would-be heroes, even those who had dared to destroy En-U-K3, would suffer dire consequences if they attempted to face the Drakkarions. The eldest leaders of the dark elves told Aeryon about the many traps and evil monsters that had been set up to keep outsiders away from the Portal far below. These Night Elves imparted some of their ancient prophecies and beliefs to Aeryon, which she was able to piece together as the method for getting past the Drakkarions and reaching the Gateway.

To acquire possession of the Gateway, Aeryon designed areas inside Yserbius where she could test new adventures and find the Champions who would, unknowingly, help her. Aeryon sent out a charter requesting any who sought adventure to come and face her tests. Those who pass her tests, she said, will become her Champions and will be richly rewarded for their services.

Who knows what reward awaits the Champions if they succeed...

## ImagNation Network's Most Asked Technical Questions

**Q:** Why does my airplane warp in Red Baron?

**A:** Occasionally, warping is caused by one or more three major factors

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inherent in all on-line flight simulators. First are intermittent delays caused by sending the messages from your computer, to the host computer, to the other players and back again. Second, sometimes a noisy telephone line may delay the information packet to or from your computer. When your computer receives this delayed information your opponent appears to have moved several spaces. Last, Red Baron buffers a position update until the next position update is received so the plane can move in a small curve.

**Q:** Why do I sometimes receive messages from "Unknown"?

**A:** When a member changes to a different room it takes a while for the host computer to identify who that

person is. When you enter a room and immediately send a message to someone it will show as "Unknown." You can avoid this problem by waiting 5-10 seconds before sending your first message.

**Q:** I can't hear the modem dial HELP!

**A:** If you can't hear the modem pick up the phone and dial, then INN is having trouble finding your modem. You will need to try changing the COM port in the INN install program. To do this, type **install** from the INN or TSX directory. By all four COM ports until you find the one that works.

If all else fails, call the ImagNation technical support people at 1-800-IMAGIN-1. They are always there to help.

## IMAGINE BEING PART OF THE INN TEAM

Our rapid growth has created wonderful opportunities for Marketing Professionals to join the "world's fastest growing on-line network." INN is looking to fill two Brand Manager positions. Potential candidates should have a track record of successfully developing and supporting consumer entertainment products. Experience in vertical marketing to affinity groups is a definite plus. Of particular interest will be your knowledge of card, board, fantasy role-playing and sports games. If interested in applying send your resume to Leslie Wallace, HR Manager at INN, 41486 Old Barn Way, Oakhurst, CA 93644.

## BET YOU CAN'T WAIT TO MEET THIS GUY. The Fates of Twinnion Is Here!



The Fates of Twinnion is here! Award-winning game designer Joe Viora has produced a new game especially for you die-hard Shadow of Yserbius players, complete with exciting graphics, diabolical quests, and monsters that can't wait to turn you into monster food. For a limited time, the first five thousand who order The Fates of Twinnion will receive an ImagNation recharged FREE! But be careful, this game is definitely not for beginners. Call 1-800-743-7721 for details.





There is only one place on the ImagNation Network where you can join 23 people in the same conference room every night of the week, have a great time and learn interesting facts about our world. Welcome to on-line trivia, with a personal touch.

At least three times per night, you will find real people in Tech Tower hosting trivia games on a variety of topics.

ImagNation members have been making friends, finding romance and, of course, playing trivia for almost two years.

The games offer more than just questions and answers. Each month three people win their choice of a prize just for playing. Each month, the names of all those who attended trivia games are entered into a random drawing and three names are drawn. The winners may choose a Sierra/Dynasty game, ImagNation version 2.3, The Fates of Yserbius or 30 hours of on-line time.

A schedule of all trivia games is available on the Trivia Game Schedule and on the daily conference listing in the Town Hall. Interested in hosting a game? Send mail to INNthalia (996) or leave a message on the Trivia board.

## STARS

continued from page 1



Jonathan Taylor Thomas

about The TV show and what it is like to be a child star. Zachary's TV brother, Jonathan Taylor Thomas, will also be appearing in a similar conference.

Look for Zachary on Friday, October 1 from 4 pm to 5 pm and from 7 pm to 8 pm in an INN Help Room conference. Jonathan is scheduled for Wednesday, October 6 at 4 pm and 7 pm.

If you missed them the first time around, come early to make sure you can get a seat in the conference room.

One On One With ImagNation will be held twice in the month of October to accommodate all for our very special guest, Joe Ybarra, creator of The Shadow of Yserbius and The Fates of Yserbius, on Tuesdays, October 12 and 26 at 4 pm and 7 pm in the INN Help Room.

Come with your questions and be sure to arrive early as space is limited. ■

# ImagNation's Person-to-Person Trivia



## Name That Board Contest

In the past few months trivia has grown to the point where another message board is needed. Since ImagNation

vote for their favorite name may do so for one week either by sending mail to INNthalia or leaving a note on the board. The member whose new message board name receives the most votes wins a prize!

## Trivia Barbeque

Join us on Halloween Night, October

31, for the first "Trivia Barbeque." We'll be getting together for about two hours in a Tech Tower conference room to "roast" a trivia host or player as only triviaists can do. INNthalia is accepting nominations by mail or by messages on the Trivia board until October 21. If you are familiar with celebrity roasts, then you know this will all be for fun.

Everyone is invited to come with jokes in hand and tongue in cheek! Very special plans are being made right now for November. If you like to play trivia, this great event is definitely for you. Watch the Trivia message board in Tech Tower and ImagNings for more information. Please remember to drop by and play a game sometime. Trivia is the most friendly people on the ImagNation Network! ■

members are the people who host and play the games every night, they will be the ones who help choose a new name for the Trivia board. From October 1 to October 15, INNthalia is accepting suggestions for a new name by mail or from messages posted on the Trivia board. All suggestions received by INNthalia will be posted to the board after the 15th. Members who wish to

special plans are being made right now for November. If you like to play trivia, this great event is definitely for you. Watch the Trivia message board in Tech Tower and ImagNings for more information. Please remember to drop by and play a game sometime. Trivia is the most friendly people on the ImagNation Network! ■

# ImagNation Bridges the Gap



Bridge on The ImagNation Network is booming. With the additions of a second dedicated bridge room, three additional bridge hostesses, and the advent of version 2.3 with its Chicago-Style Bridge and enhancements, we are looking forward to more activities and more fun. Almost every night, during peak hours, you'll find more than 100 bridge players on-line. These players include some of the most prestigious names in bridge and many of them freely offer their expertise in order to encourage people to get involved in this fascinating world of ours.

We have lessons and lectures for all levels of experience. The enthusiasm and camaraderie of the members has led to several playgroup events.

Our tournaments and special game nights are a popular diversion for our members and more than 100 players regularly enter the on-line tournaments. This spills out of cyberspace and into many successful real-world partnerships.

ImagNation Bridge has appeared in almost all major bridge publications and columns. We span the coasts from the



New York Times to the Los Angeles Times. The syndicated column of 'Shelawald on Bridge,' by Alfred Sheinwald and Frank Stewart, is currently on-line in the Bridge Parlor. By the time you receive this, ImagNation should have started running a puzzle column written by an award-winning bridge writer and two-time World Champion.

Programmer Richard Arosio is busy working on the finishing touches and perfecting version 2.3 bridge. It will have several new features, including the most current bridge scoring and streamlined messages. It should play faster and more easily than the rubber bridge in earlier versions.

There will be four new bridge variants. NoScore Bridge will be a faster game for those who just want to 'play cards' and isn't interested in scoring a rubber. The three varieties of Chicago-Style Bridge are all four hands long and differ in scoring. They are Authentic Chicago, Cavendish Chicago and Duplicate Chicago. Next year we move forward to version 3.0 and true Duplicate Bridge. ■

# Little-Known INN Features



The other day, while in Yserbius, someone mentioned how useful the F1 key was. The F1 key? So, as any other red-blooded American semi computer literate person would, I pressed the F1 key.

To my surprise, the message window popped up with the name of the last person I had sent a message to, colon and all! Pressing the F1 key again gave me the person I had sent a message to before that.

It occurred to me that many of the features that I was familiar with might be unknown to many of our members. The features I will share with you in this column, make my life easier while I'm on-line and I hope I can, at least, make your time on-line a little more enjoyable. The following are for non-Yserbius areas. All-R reorganizes and alphabetizes the name files in the waiting room. I find this very useful when I am looking for someone specific or trying to see how many people are in a conference. All-R also reorganizes your mail, putting unread mail at the top of your screen.

Ctrl-C clears the message box or the entire page of your letter. It also deletes the entire text your cursor is in, such as the filename of a letter you are saving.

While writing a letter, playing a game or reading bulletins, you can hit Alt-S to view and send a message to someone in the waiting room.

The spacebar will show you the last message you sent and the backspace key will show you the last message you received.

Have you ever wanted to use the phone booth to look for someone but weren't sure how to spell their name? Use the wild card "\*" to replace the questionable letters. For example, "Bob\*" will list members with names like BobB, Bobbe, Bobby and Bobcat. In the same vein, if you need to locate a Sysop, type "INN\*"

The right mouse button serves many purposes. If you right-click on a name tile, it will prompt the [Look] feature. If you right-click on a function button, it will display help messages.

Lastly, as many of you might guess, I spend quite a bit of time in our mail system. In addition to using Ctrl-C to create a page, you might also find use for Ctrl-K, which deletes from the cursor to the end of the line.

If you know of an undocumented feature or time-saving device in The ImagNation Network, please send me a note at box 930 and I will pass it along to our members in future columns. ■

## SCARE UP SOME FUN ON HALLOWEEN!

Solve the "Riddle of the Dancing Men" on Halloween night when there will be a special contest for INN members. Coded messages will be scattered throughout the Bulletin Boards. Use your decoding skills to solve the mystery. Difficulty is scaled for each age group. When you sign up to the Tree Haunt or Tree Scare with your name, age and mailbox number, you will receive a map to the clues.

